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CLAIMS:

1.       A method of providing screen scrolling in content, wherein at least one level in the content comprises a page level comprising pages of objects and an object level comprising the objects, the method comprises the steps of
—   scrolling the objects page-by-page in the page level, and
5    —   scrolling the objects object-by-object in the object level.

2.       A method according to claim 1, wherein the at least one level in the content comprises a predetermined number of objects, the page level comprises pages of a selected number of the predetermined number of objects, and the object level comprises the
10    predetermined number of objects.

3.       A method according to claim 2, wherein the selected number of the predetermined number of objects corresponds to the number of objects visible on a screen.

15   4.       A method according to any of the preceding claims, wherein the page level scrolling and the object level scrolling are operated by same scrolling means.

5.       A method according to claim 4, wherein the scrolling means are up/down arrows.

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6.       A method according to any of the preceding claims, wherein a first level in the content comprises a number of first level objects and at least one of these first level objects comprises a page level and/or an object level.

25   7.       A method according to claim 6, wherein scrolling of the last of the predetermined number of objects in the page level and/or object level generates a shift to a subsequent object in the first level list.

8.         A method according to claim 7, wherein the subsequent object in the first level list is immediate subsequent to the first object in the first level list.

9.         A method according to any of the preceding claims, wherein upon object by object scrolling of a last visible object of a first number of visible objects, a first page scrolling is provided so as to display a new number of visible objects.

10.        A method according to any of the preceding claims, wherein the content is hierarchically ordered content.

11.        A computer program product enabling a programmable device when executing said computer program product to function as a method as defined in any one of the claims 1-10.

12.        A graphical user interface for displaying content, wherein the content comprises at least one page level comprising pages of objects and at least one object level comprising the objects, the page level and the object level being interwoven so as to allow a user to shift between levels in the content to provide page-by-page scrolling and object-by-object scrolling, respectively.

13.        A computer program product enabling a programmable device when executing said computer program product to function as a graphical user interface as defined in claim 12.

14.        A method of providing screen scrolling in content, wherein the content comprises a first level list of objects and corresponding second level lists of objects (items or containers), each second level list comprising a predetermined number of objects and being associated with a first level object, the method comprises
    —  selecting a first object in the first level list,
    —  scrolling all but the last of the predetermined number of second level objects associated with the selected first object, object by object,
    —  scrolling the last of the predetermined number of the second level objects by shifting to a second level list of objects associated with a second object in the first level list.